



New Scenario

By Your Name Here

Scenario Background

The party has decided to rest in a spot just a short distance off the road to the next village when one of the party members spots what looks like an entrance to a cave. After clearing away the brush it is exactly what you suspected. It is an entrance to the cave. Always up for a bit of adventure the party votes to enter this cave when daylight arrives. In the late morning hours, after a good night of rest, the party walks down a set of stairs.

Mission Goals

The heroes must reach all of the areas and go back to town before losing all of their conquest tokens.

Important: The heroes start with 9 conquest tokens.

Treasure chests:

Copper 1-2 conquest tokens, 100 coins, 1 copper treasure

Copper 2-1 conquest token, 2 curses, 1 copper treasure

Copper 3-2 conquest tokens, 100 coins, 1 curse, 1 copper treasure

Silver 1-2 conquest tokens, 100 coins, 2 curses, 1 silver treasure

Silver 2-1 conquest token, 1 curse, 1 silver treasure

Silver 3-3 conquest tokens, 3 curses, 100 coins, 1 silver treasure

Gold 1-(NONE)

Gold 2-(NONE)

New Area

Entrance

As the party reaches the bottom of the steps the first thing they realize is that they are not alone. The sound of distant footsteps can be heard here. The corridor here goes straight for a bit then the party must make a choice as to which way to go. East or west. The footsteps appear to be coming from both directions and they are getting closer.

New Area

Area 1

This door opens into a small room that is littered with creatures scurrying and scuttling about. The sound of wings flapping and bones rattling completes the sounds of the room. In the eastern corner lies a pile of bones, pools of blood and you can even make out body parts in the pile as well. There are also two very small pools of water in two different parts of the room.

When a hero lands on the encounter marker

You decide to take a chance and see if anything useful can be found. You move stuff around and discover...

Have the hero roll a power die and consult the table below.

1/heart=health potion

power surge=power potion

blank=100 coins

New Area

Area 2

This room appears to have been dug apart as the stone floor in the center of the room has been removed. A slow leak in the ceiling has caused this area to become a section of mud. Part of the floor has caved in completely and is now a hole leading to darkness. Three hounds are staring at you with one of them being bigger than the other two. A beast man also lurks in the corner.

New Area

Area 3

This corridor section is pretty plain except for a section that you notice the floor looks different than the rest of the corridor. You have a feeling that this is some sort of a trap. A potion lies on the floor in that different colored section to tempt you to cross it. It's almost as if someone just set it there on purpose but who would do that? The corridor turns to the west.

New Area

Area 4

Another corridor section but this one you have no choice in which direction to go as you spot a door in front of you that needs a key to open and a large pile of rubble next to it only allows one person at a time to go to the door. You also realize that it is warmer in this area than before. The reason for that becomes obvious as you notice a bubbling pool of lava covering half of the corridor just before it turns south. Your only choice is to go to the south but first you have to get past some creatures blocking your way.

New Area

Area 5

When you open the door you are surprised to find that there is not a room behind it but just a corridor that turns east and west then dead ends. A small pit stands before you and another lies to your east which also has a glyph and a treasure chest. There but is guarded by a ferrox and a skeleton. This ferrox looks smaller than the one in the last area. Waiting for you just past the pit in front of you is a large creature with wings and a barbed tail. Looking to the west you see a spider and some treasures for the heroes to gather. A bright red rune key lies next to those treasures.

New Area

Area 6

As you put the red rune key into the door you prepare for the worst. Three large creatures occupy the room. Two of them are spiders and one stands taller than the other. The last large creature is a giant and it stands directly in front of you. To the north is a dog creature that appears to be foaming at the mouth. In between this dog and the giant is a beast man buried in the northwest corner. A blue colored potion lies in the alcove to the north. To the far west of the room lies the way back to town.